

DEFENSIVE & COMPETITIVE BIDDING
OVERCALLS
After not NAT 1D: 2C=5+4+ Majors (7-15 depends on vuln.)
NAT ; 8 - 16 ; 5+ suit
1X - Overcall - Pas - 2X = Drury (fit from passed hand)
1NT OVERCALL
15 - 17(18) Bal or Semibal
Reop. = the same
Resp=1T opening resp.,
Exception: TRF to Opp.suit = weak, 4441 with 1 in Opp suit
JUMP OVERCALLS
After 1X NAT: 2NT= Note 21;
2H/S=6 cards (7-15): Note 24
7+card suit on level 3 Note 25
After 1C/D ART: 2D=long Major (7-15); 2M= NAT+ minor(7-15)
After 2H/S: 4C/D=5+Nat ja 5+another Major
After 3NT: Dbl= 15+; 4C=5+4+ Majors; 4D=6+Major;
4H/S=5+Nat ja 4+ minor
DIRECT & JUMP CUE BIDS
After 1m Nat: Direct cue bid = Note 22
After 1M: Direct cue bid = Note 23
Jump cue bid= stopper asking (based on a long solid suit)
After not NAT 1C:2C=5+4+ majors(7-15);1D:2D=6+ major(7-15)
VS. NT
2C = M-s or C; 2D = a M or D; 2H/S = Nat + a minor ; 2T = minors
Dbl = strong
NB! After (not Nat 1C/D) - pas - (1NT): Dbl=a minor; 2C=Majors
2D=a Major; 2H/S=Nat+a minor; 2NT=any strong 2-suiter
VS. PREEMPTS
Overbid = NAT ; 2T = (15)16 - 18(19) BAL/SBAL ; DBL = T/O
Cue-bid =Asking for stopper (after Major)
Cue-bid =5+5+ Majors (after minor)
Resp.: NAT ; LEBENSOHL after DBL
VS. ARTIFICIAL STRONG OPENINGS (or 1C - 1D)
DBL = NAT, suit ; 1X = NAT ; 1T = minors; 2C = Majors ;
2D = 1 Major ; 2H/S = NAT + minor ; 2T = any strong 2-suiter
OVER OPPONENT'S TAKE-OUT DOUBLE
after 1C = (note 18);
after 1D = (note 19); Pas doesn't promise diamonds
after 1M= (note 20)

SYSTEM SUMMARY
GENERAL APPROACH & STYLE
Strong 1C
Artificial 1D : 11 - 14 BAL or 11 - 15(16) without 5+M
1M= 5+ NAT ; 1NT=15-17
2 over 1C/D = Nat, FG or 10-12 6+; 2 over 1H/S = F1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C= 16+
1D =11-16, no 5-card Major, may be void in any suit (incl. D)
2C = weak, both majors
2D = 0-7, 5+ in a Major
2T = weak minor two suiter
3T = gambling
FORCING PASS SEQUENCES
Doesn't depend on vulnerability
After Opps were doubled for penalty.
PSYCHICS
Happens ; without control; usually with support, destructive or tactical
DOUBLES
TAKEOUT DOUBLES
11+, usually at least 2 unbid suits or strong (16+ P)
Responses : NAT; 1X=F1; 1NT=NF; 2X=NF; 2NT (jump)=INV;
3X(jump)=FG; 2NT(not jump)=LEB; 3X(not jump)=NAT, 7-10
Reopening DBL : may be weaker
SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES
NEG DBL through 3S (from 4-th level = values)
Lightner's Double
Responsive DBL through 3S (usually minors)
Against opp.cue in our suit : DBL suggests other lead

LEADS & SIGNALS			
OPENING LEADS STYLE			
	Lead	Partner's suit	
Suit	1st,3rd,5th	Same	
NT	1st,3rd,5th	Same	
Subseq.	Same	Same	
Other	Against NT K suggests unblocking		
	Against NT Q may be from KQ or QJ		
LEADS			
Lead	Vs. suit	Vs. NT	
Ace	AK(x) ; Ax(x)	AK(x) ; Ax(x)	
King	AK(x) ; KQ(x) ; Kx	AKJ10(x),KQ109(x)	
Queen	QJ(x) ; Qx	KQ(x) ; QJ(x) ; Qx	
Jack	J10(x) ; Jx	J10(x) ; Jx	
10	HJ10(x) ; 109(x) ; 10x	HJ10(x) ; 109(x) ; 10x	
9	H109(x); 9x	H109(x); 9xx; 9x	
Hi - x	Even	Even	
Lo - x	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit	1 lo = enc ; hi = d	Smith echo	Italian
	2 Hi/lo = even	Hi/lo = even	Lavinthal
	3		Smith
NT	1 lo = enc ; hi = d	Smith echo	Italian
	2 Hi/lo = even	Hi/lo = even	Lavinthal
	3		Smith

CATEGORY

NCBO

CLUB

EVENT

Jaanus MARIPUU

Sven SESTER

BLUE

ESTONIA

TALLINN BK

ALL EVENTS

Jaanus MARIPUU

Vassili LEVENKO

OPEN	ART	NR	NDBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPET/PASSED
1C	x	0	3S	16+ P ; 18+ P (BAL)	1D = 0-7 Any 1H/S/2C/D = 8+, 5+ Nat; 1NT = 8-11 Bal; 2M = 4 - 7, 6+suit; 2NT=12+, Bal; 3C/D/H/S = 8+ 4441 NAT shortness 3NT = 7cards any AKQxxxx (Note 5)	1C-1D- ? : 1H/S = nat, 4(3)+ suit F1 ; 1C - 1D - 1M - 1NT2M = nat 0-4 P, other nat 5-7 P 1C - 1D - 1NT - 1) 2C = 4+4+ minors; 2) 2D/H/NT = TRF; 3) 2S = TRF or INV (Note 14) 1C - 1M - 2M = RKCB ; 1C - 1M - 1NT - 2m - 2M3m = RKCB 1C-2M-1) new Major=F1 2) new minor=NF 3) 2NT=Note 4 1C-1D-3C/D-3X=lowest stopper (1C-1D-3D-3NT=stoooper in Clubs)	1C-Pas-1D-1X Note 28 Opp's 2C/D: Michael's Opp's 2H/S: Note 31 1C-Opps 1X: Dbl=5-7 1C-Opps 2X: Dbl=8+
1D	x	0	3S	11 - 14 P BAL or 11 - 16 P 5+m or 4441	1H/S = NAT(3+) F1 ; 1NT = 5 - 10 P NF ; 2C/D=11+ Nat, no 4-card Major 2M = 15+ P FG NAT 6+ one suiter (Note 9) 2NT = Inv, 11 - 12 Bal/semiBal 3C/D=15+p 6+Nat 1-suiter; 3H/S=AKQxxx NF	1D-1H/S-2NT=5+5+ minors, good hand; 1D-1H-2S/1D-1S-2H=max, NAT + 6+in a minor 1D - 1M - 3M =Max, 4=M & 6+ minor; 1D - 1M - 1X - ? : 2C = gadget (Note 6); 1D - 1M - 2M - next step = at least SSGT; otherwise LSGT; 1D-1M-2M-3M =preempt 1D - 1M - 1X - 2D Nat, up to GF; 1D-1M-1X-3C/D GF, 5+C/D 1D - 2C/D - 2M=stopper Nat, no 4-card support	LEB after 2X (Opps) comp.bid.: 2X = NF
1H		5	3S	11 - 16 P NAT	1S = 5+ P NAT(4+) F1 ; 1NT = 5 - 10 P NF ; 2C/D = note 29; 2H=6-10, 3+H; 2NT=Note 30; Jump in a suit=strong 1-suiter 3S/4C/D=Splinter 3-4 Controls	LSGT & SSGT after 1H - 2H (Note 10); 1H - 1S - 1NT - 2C = gadget (Note 11) 1H - 2C/D-2X-2NT = FG, jaotusrelee	2C = Drury (passed) Cue-bid=invit+support LEB after 2X (Opps) jump 2NT=invit
1S		5	3H	11 - 16 P NAT	2C/D=note 29; 2H = F1, 5+H; 3C/D/H= Strong 1-suiter 2NT=Note 30	LSGT & SSGT after 1S - 2S (Note 10); 4C/D/H=Splinter 3-4 Controls 1S - 2C/D-2X-2NT = Invit (11-12)	2C = Drury (paased) Cue-bid=invit+support LEB after 2X (Opps)
1NT		2	3S	(14)15 - 17 P BAL	2C = REL ; 2D/H/4D/H = TRF ; 2S = BAL INV or C/D TRF (Note 14); 2NT/3C/D/H=TRF (AJ10xxx+); 4C = 55 M;	1NT - 2C - ? : (Note 13) 1NT-2C-2D-2S=Inv 5S+4H; 1NT-2C-2D-3H/S=singl, 5431 After TRF new suit on 3rd level = NAT FG; 1NT-2D-2H-2S=Inv 5 Hearts & 4 Spades 1NT-2D/H-3H/S = Max, 4card support; 2NT=Max, 3card support with 2TH	LEB after 2X (Opps)
2C	x	0	no	6 - 10 P 5+4+ M	2D = RELAY ; 2/3/4 M = sign/off 2T = INV ;	2C - 2D - ? : 2H/S = NAT longer M then 1.step =FG; (Note 15) other bids= Inv 2C - 2D - ? 2NT= Majors 6-5, 7-8 HCP; 2C-2NT -3H/S 6+H/S, FG	after DBI=note 7
2D	x	0	no	0 - 7 P 5+ M	2T = RELAY ; 2M= P/C ; 3C/D = nat NF 3M=P/C, preempt; 4M=own suit, to play 4C = bid your suit with TRF 4D = bid your suit NAT	2D - 2T - ? : 3C/D = max H/S (GF), 3M = NAT min 2D-2M-correct-3M - to play	after 2M Dbl=penalty after 3C/D Dbl=T/O 3C/D Nat, NF after DBI=note 8
2HS	x	5	no	6 - 10 P (5)6+ Nat	2T = REL FG (if Max); 3C/D=Nat, NF 2S(after 2H), 3H(after 2S)=NF, Nat 3H/S = Preempt	2M - 2NT - ? : 3C/D =min/max 5 cards; 3H/S=min/max 6 cards; 4C/D=void, max, 6cards Jump=Splinter	
2NT	x	0	no	(8)9-10(11) P 5-5 c&d	3C/D = s/o ; 4H = C RKCB ; 4S = D RKCB ; 4C/D = Invit; 3H/S=Nat, GF		
3X		7(6)	no	4-3-2-1 rule, NAT	New suit (1. or 2. step)=F1,Control,Nat or LD	Note 16	New suit=F1, may be LD
3NT	x	7	no	AKQxxxx any no outside K or A	4C/H/S/5C/D P/C; 4NT=Note 27 4D=asking for shortness (Note 17)	SLAM BIDDING	After Dbl: Rdbl=penalty
4CD		7	no	Preemptive		Cue bids = 1st & 2nd round equally; splinters ; RKCB ; asking bids after RKCB After RKCB (Note1) any new suit is asking control (Note2) or quality (Note3)	
4HS		7	no	Preemptive			
4NT	x	0		ace asking	5C = no ; 5DHST = dhsc ace ; 6C = 2		

Note #	Description
1	RKCB=asking aces from 5, answers: 1. step=0 or 3; 2. step=1 or 4; 3. step= 2 w/o Queen; 4. step= 2 & Queen
2	Control asking, answers: 1. step=no I or II round control; 2. step=II round control; 3. step=I round control; 4. step=A&K
3	Quality asking, answers: 1. step=no Q, K or A; 2. step=Q or AK; 3. step=K or AQ; 4. step=A or KQ; 5. step=Q, K & A
4	FG, answers: 3C=min, bad suit; 3D=max, bad suit; 3H=min, good suit; 3S=max, good suit;
5	1C-3NT-4C=? shortness, 4D/H/S/NT=shortness or Nat (w/o shortness) D/H/S/C. 1C-3NT-4H/S/5C/D=pas or correct 1C-3NT-4D ? Quality: 4H=AKQxxxx, 4S= AKQ10xxx, 4NT=AKQJxxx
6	1D-1M-1NT-2C or 1D-1H-1S-2C = Gadget, Answers: 2D=Min, no 3 cards, 2M=Min, 3 cards; 2OM=Max, 3 cards; 2NT=Max, no 3 cards.
7	2C - Opp's Dbl - 1)Pas= (5)6+C, no 3-card major 2)2D=(5)6+D, no 3-card major 3)RD=Relay
8	2D - Opp's Dbl - 1)Pas= (5)6+D 2) RD=asks to bid Major; 3) 2M=own suit
9	2NT/3NT=min/max, no Fit; 3C/D=6+Nat, no fit; 4C/D=Nat, Fit; 3 in the same M=fit, min; Other M=fit, max
10	After min (1D-2H-2S or 1D-2S-2NT) 1.step=Relay. Answers are analogical as with Max 1H-2H: -2S=SSGT; -2NT=15-16; 3C/D=long suit (C/D/S) game try (LSGT) 1S-2S: -2NT=SSGT; -3C/D/H=LSGT; 3S NF
11	1H-1S-1NT-2C-? 2D=Min, no 3cards; 2H=Max, 3cards; 2S=Min, 3cards; 2NT=Max no 3 cards
12	
13	1NT-2C-? 2D=no Majors; 2H=4cards; 2S=4cards; 2NT=44 Majors; 3C=Max 5332 Clubs; 3D/H/S=Max 5332 Diam, showing doubleton (C/H/S)
14	(1C-1D)-1NT-2S-? 2NT=Min, 3C=Max.
15	2C-2D-2H-2S-? 2NT=minors 2-2; 3C/D=3+ Nat; 3H=6+H & 4=S; 3S=6H & 5=S. 2C-2D-2S-2NT-? 3NT=minors 2-2; 3C/D=3+ Nat; 3H=5H; 3S=6+S
16	3C-3D-? 3H/S=shortness; 3NT=no H/S shortness; 3C-3H-? 3S=D shortness; 3NT=no D shortness; 3C-3S=Nat, F 3D-3H-? 3S/4C=shortness; 3NT=no S/C shortness; 3D-3S-? 4C=H shortness; 3NT=no H shortness; 3D-4C=Nat, F 3H-3S-? 4C/D=Shortness; 3H-4C-? 4D=shortness in S; 3S-4C-? 4D/H=Shortness; 3S-4D- ? 4H=Shortness in C 3NT-4D-? If no shortness: 4H/S/NT/5C=H, S, C, D. With shortness: 4H/S/NT/5C=shortness in H/S/C/D
17	
18	Dbl=Clubs: pas=0-4; RD=5+p, 5+C; 1D=5-7, no 5+C; 1NT/2NT=8-11/12+ Bal, stopper; 2C/3C=8-11/12+, Bal, no stopper; Dbl=other: pas=0-4, RD=5-7, 1D=8+, Nat
19	RD=10+; 1X=F1, Nat; 1NT/2X=NF, Nat; 2NT=Weak,5-5 minors; 3X=7+Nat, preempt
20	1M-(Dbl)-? RD=10+ 4+ in another major; 1S (after 1H)=F1 no 4S, no fit in H 1NT/2C=F1,TRF;2D=fit in M, max of 1M-2M; 2H (after 1S)=F1 no 4H,no S fit 2M= min of 1M-2M; Jump to 2M+1=as w/o Dbl; 2M+2,3,4=at least MiniSplinter; 3M=Weak, 4+fit; Dbl jump in a new suit=void, 3-4 controls; 3NT=to play, 2 cards in M
21	Two lowest suits w/o opp's; 7-15 HCP depends on vulnerubility or FG
22	5-5 Majors, 7-15 HCP depends on vulnerubility or FG. 3 in Opp's suit=FG
23	Michaels. 7-15 HCP depends on vulnerubility or FG. 2NT=FG; 3C=Pass/correct
24	1X(NAT) - jump 2Y - Pas - 2NT: see Note 4; new suit w/o jump = NF
25	1X(NAT) - jump 3Y - Pas - Opp's suit=asking stopper; Own suit=F1, Nat or Cue bid 1X(ART) - jump 3Y - Pas - A suit=F1, Nat or Cue bid
26	
27	3NT-4NT=? 1) 5 in own suit=AKQxxxx; 2) 5NT=AKQ10xxx 3) 6 in own suit=AKQJxxx
28	1M-2M=Michaels 1M-2NT=5+5+ minors;
29	1) GF with Fit 2) GF Nat 3) 9-11 6+C/D 4) Inv hand without Fit; 1M-2m: min: 2M (6+); 2NT=min
30	1H/S-2NT=at least invitation to 4H/S; Answers:3C/D=NAT shortness; 3H/S=Min, no shortness; 3NT=15-16 5332;(3S)4C/D/(H)=Max, lowest contr, no shortness; 4H/S=Min, no shortness, 6+suit
31	1C-pas-1D-2H/S: 3H/S=ask for Stop; 4C/D=5+ Nat & 5+ another Major